

FCC STATEMENT

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



starwars.com

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TIGER
ELECTRONICS



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PN 6841780000

Product and colors may vary.



AGES 6+

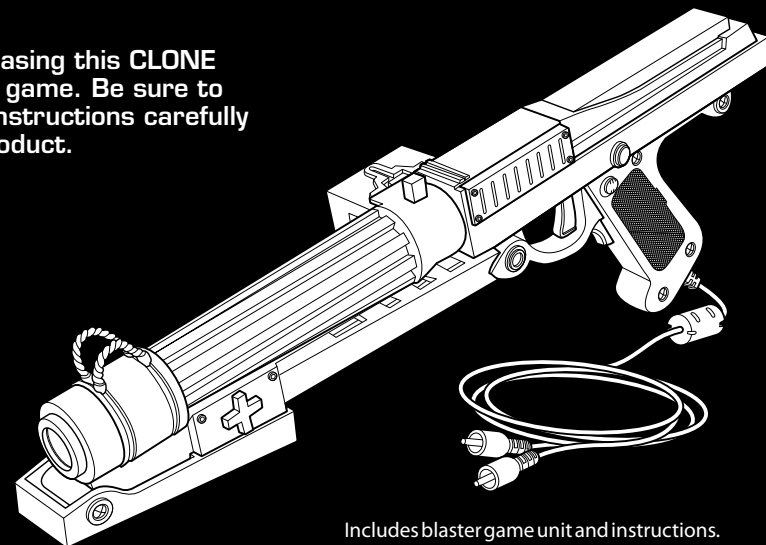
STAR WARS

THE CLONE WARS™

CLONE TROOPER BLASTER™ GAME

USER'S GUIDE

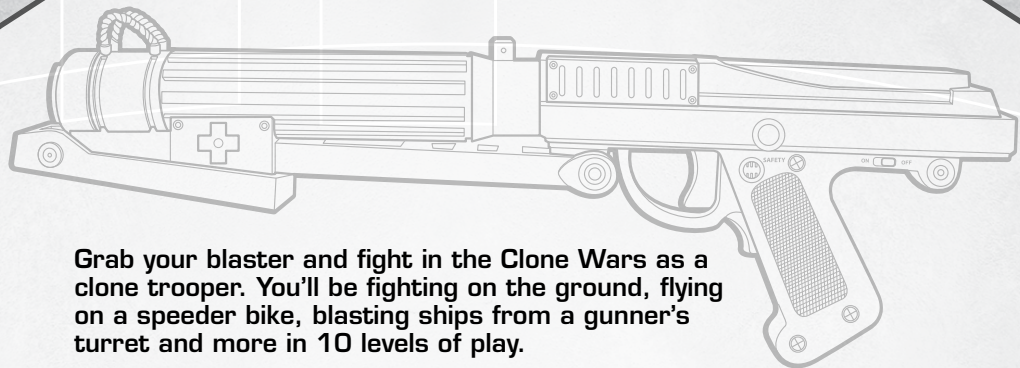
Thank you for purchasing this **CLONE TROOPER BLASTER** game. Be sure to read and follow all instructions carefully before using this product.



x4 1.5V AA
R6 size
**BATTERIES
REQUIRED
NOT INCLUDED**

Alkaline batteries recommended.
Phillips/cross head screwdriver (not included) needed to insert batteries.

Includes blaster game unit and instructions.



Grab your blaster and fight in the Clone Wars as a clone trooper. You'll be fighting on the ground, flying on a speeder bike, blasting ships from a gunner's turret and more in 10 levels of play.

REQUIREMENTS

TV, VCR or DVD player with AV input. RF adaptor required if TV has no AV input. Or use the AV input on a VCR or DVD player that's connected to your TV.

NOTE: If the game malfunctions or "locks up," you can reset the unit by sliding the ON/OFF switch to OFF, waiting a few seconds, then sliding it back to ON.

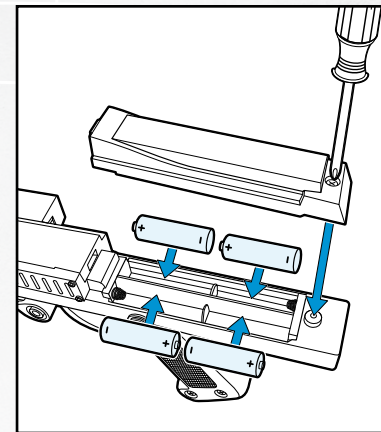
FOR USE WITH STANDARD GLASS SCREEN TV ONLY; NOT FOR USE WITH PROJECTION TV, HIGH DEFINITION TV, OR PLASMA TV.

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SET UP

1. Install batteries

Use a Phillips/cross head screwdriver (not included) to loosen screw in battery compartment cover (screw remains attached to cover). Remove cover. Insert 4 x 1.5V "AA" or R6 size batteries. Alkaline batteries recommended. Replace cover and tighten screw.



CAUTION: TO AVOID BATTERY LEAKAGE

1. Be sure to insert the batteries correctly and always follow the toy and battery manufacturers' instructions;
2. Do not mix old and new batteries or alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium) batteries;
3. Always remove weak or dead batteries from the product.

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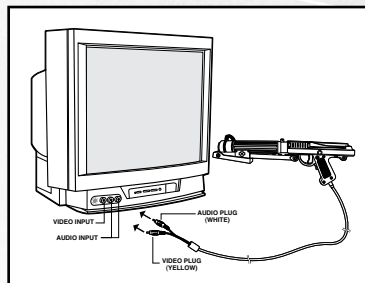
2. Connect AV cable

Connecting to a TV:

- Insert the white plug into the audio-in jack (usually white) on your TV.
- Insert the yellow plug into the video-in jack (usually yellow) on your TV.

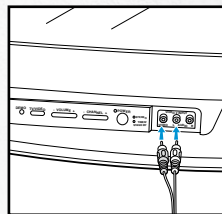
NOTE: These jacks are normally found on the front of the TV near the adjustment controls, or on the back of the TV near the antenna and cable connections.

- Turn on your TV.
- Set your TV to the channel/video input mode directed by your TV owner's manual.



Connecting to a VCR or DVD player:

- Make sure the VCR or DVD player is properly connected to your TV.
- Insert the white plug into the white audio-in jack on your VCR or DVD player.
- Insert the yellow plug into the yellow video-in jack on your VCR or DVD player.
- Turn on your TV and VCR or DVD player.
- Set your TV and VCR or DVD player to the channel/video input mode directed by your TV, VCR or DVD player owner's manuals.



[See Troubleshooting on p. 9, if necessary, for further information.]

BLASTER BUTTONS AND FEATURES

Control Pad

When there's a directional arrow onscreen, use control pad to move from one area to another by pressing up, down, left and right.

Safety

Press to pause or quit the game during play.

On/Off

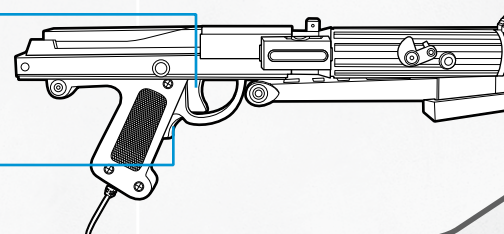
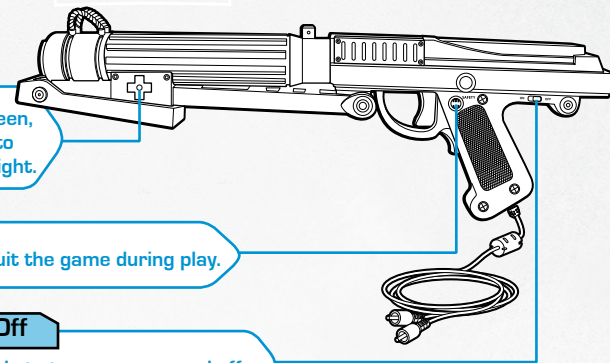
Slide to turn game on and off.

Main Trigger

Squeeze to shoot blaster; you can either press and release for single shots or hold down for rapid-fire action. Also use to accept menu screen selections.

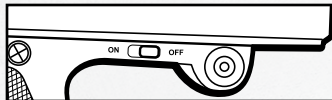
Secondary Trigger

Squeeze to launch thermal detonators or concussion missiles when available.



HOW TO PLAY

Object of the game: Defeat your opponents and complete all 10 missions. You may replay missions in Arcade Mode to earn mission medals.



Slide the **ON/OFF** switch to **ON**.

NOTE: You can select menu options by pointing at them and squeezing the main trigger.

When the title screen appears, pull the trigger to begin as directed on the screen. This will take you to the Profile menu.



PROFILE MENU

Choose one of the three profiles. (If you would like to delete a profile, select the profile you would like to delete and go to **OPTIONS** section on p. 7.) You will then be taken to the Main menu.

NOTE: Player profiles are saved by the game until you choose to delete them.



MAIN MENU

Choose one of four options: **START**, **MEDALS**, **OPTIONS** and **BACK**.

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1. START

Select this option to go to the **GAME MENU**. From here, you will be given 4 choices:

- **New** — select to start over from the first mission. If you have cleared at least the first mission on this profile, you will be asked, “Are you sure?” If you select “NO,” you will be returned to the Game menu. If you select “YES,” any levels you achieved previously on this profile will be cleared out and you will start back over at mission 1.
- **Continue** — select to continue the last mission that this profile left off with.
- **Arcade** — select to replay missions that you have already completed; this mode is especially useful for gaining mission medals. When you scroll through the missions, the ones that you can select will be highlighted in green. Point and shoot at the green arrows at the bottom of the screen to scroll forward and backward through the missions.
- **Back** — select to return to the Main menu.



2. MEDALS

Select to view the hall of medals. You can see which mission medals you've gained and what you need to do to gain the others. To return to the Main menu from here, point blaster at the green arrow at the bottom of your screen and squeeze the main trigger to select it.

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3. OPTIONS

Select to delete a profile. Whichever profile you selected from the Profile menu will be deleted.

4. BACK

Select to return to the title screen.

NOTE: For best performance, stand 3–4 feet away from your TV while playing. Always be sure to keep some slack in the cable, to avoid damaging your blaster or TV.

MISSIONS

There are 10 missions in the game. At the beginning of each mission, you will be briefed on the goals and objectives of that mission. You must complete each mission successfully before moving on to the next mission. As the game proceeds, the level of difficulty increases, along with the strength of the foes you face.

MISSION MEDALS

Earn mission medals for achieving certain specific objectives in each mission. You can go to the hall of medals to view the mission medals you've earned and find out the specific objectives needed to achieve medals for other missions.

SCREEN INFORMATION

Power bars shown at the bottom of your screen keep track of your energy level, the heat level of your weapon, and how many thermal detonators or concussion missiles you have available to use.



Your Energy Level

This bar indicates your energy level at any point during the game. When it is completely red, the game is over. You can earn extra life energy by blasting at life power-ups that appear periodically throughout gameplay. Watch for them!

Weapon Heat Level

This bar turns red when your blaster starts to overheat. If it turns completely red, your blaster will work very slowly until it has a chance to cool off.

Detonator/Missile Indicator

This section shows how many thermal detonators or concussion missiles that are available for you to use. You can earn extra detonators or missiles by blasting at weapon power-ups that appear periodically throughout gameplay. Watch for them!

GAME OVER

If your energy level drops to zero before you complete a mission, the game will end. You will be given two options:

- **Continue** — select to go back to the beginning of the last mission you failed to complete.
- **Quit** — select to return to the Game menu.

AUTOMATIC SHUT-OFF

The game will shut off automatically after 10 minutes of non-use. Your game will not be saved automatically during auto shutdown. The unit will need to be turned OFF and back ON again to continue play; you may start a new game or load a previously saved game.

TROUBLESHOOTING

If you do not see the legal screen and then the main title screen after turning your TV and the unit ON:

- **Check plugs and jacks:** Make sure that the video and audio plugs are inserted into the correct jacks on your TV, VCR or DVD player. Make sure that the TV, VCR or DVD player are plugged in and turned on.

- **Check batteries:** Make sure the batteries in the blaster are fresh and properly installed.
- **Check TV channel:** Your TV channel should be set to its auxiliary “gaming” channel. This is usually indicated as “AUX,” “AV” or “VIDEO.” You may need to refer to your TV owner’s manual to determine this.

To locate your auxiliary channel (usually one of the following channels: 2, 1, 0, 00, or 99), click down from channel 3 until “LINE 1” or “LINE 2,” “VIDEO 1” or “VIDEO 2,” “FRONT,” “AUX,” “AV,” etc. appears on the screen. Then slide the ON/OFF switch on the blaster to ON. If you are on the right channel, the game should come on.

If that didn’t work, look at your TV remote. There may be a button that takes you to the correct channel. Look for a button labeled “Input,” “AUX,” “AV,” “Line,” “TV/VIDEO,” or “VIDEO.” If your remote has one of these buttons, turn your TV to channel 3 and then hit that button. Then slide the ON/OFF switch on the blaster to ON. The game should come on.

- **Check VCR or DVD player connection:** Your VCR or DVD player should be set to “AUX,” “AV” or “VIDEO.” You may need to refer to your player’s owner’s manual to determine this.
- **No picture:** Try putting a videotape into your VCR, let it start to play, and then hit STOP. This may give you a blue screen background. Then click down to the auxiliary channel on your TV.

If you do not get a blue screen, see if your TV and/or VCR has a main menu with an option for a blue screen background. If you go into the main menu, you can usually change from “cable” to “video” and get a blue screen.

If you have an older TV, you may find a “hidden door” on the TV that has color, picture, horizontal, vertical, and antenna/cable buttons. If your TV does have these, press the antenna/cable button to get a blue screen.